All Weapons Viable
– Revised Weapons Table, by Baraz

A player proclaims with enthusiasm : "It could be a warrior using a trident ... Would be nice !" Later, the player realizes his cool character is doing 1d8 with the trident held with both hands, while they could instead be using a greatsword for a whopping 2d6. "Hmm, maybe I should change weapon".   Another player feels like playing an assassin-warrior with stiletto daggers, but realizes the weapon damage for daggers would really make it unviable.
   This revised 5e weapons table aims to make all weapons more viable and fun, but while still maintaining a game-balance similar to the core rules. This delicate balance, using moderate weapons properties, took us many years to establish and we hope many will find it viable and immersive.

This revision respects two important principles :

i) The weapon damage output is not significantly increased. It remains similar to the original 5e rules. In the spirit of respecting the core design, Martial weapons remain slightly better than Simple weapons.

ii) Players can now more freely choose a weapon for flavor and style, as each weapon is made more viable (using weapon Properties). While Martial weapons are slightly better, the goal is to greatly reduce the phenomenon of players naturally avoiding weak weapons that would normally better fit their concept.

   As a side note, manoeuvers that could exist, such as aiming, brace spear, riposte or parry, were purposefully excluded from the Weapons Table or from weapon properties, as they are combat actions. We encourage DMs to possibly have such homebrew actions, but it is best to not include special actions within a balanced weapons table.

Nota bene : you only need 3 pages for the gameplay.
   The rest are design notes, including the math.

Immersive notes on the new weapons

Broadswords : The back of the blade is blunt and thicker, and the handle of a broadsword normally has a metal cage protecting the hand. It is a bit shorter than a longsword and is designed to be a sturdy one-handed weapon.

Daggers, Dirks & Stilettos : The term Dagger encompasses many types, including parrying daggers, push daggers (short with horiztonal handle), etc. The Dirk is a more military design that is quite longer. It cannot be used as quickly as shorter daggers, but gains Mercy Strike. Stilettos, such as the Rondel and Misericorde daggers, are much thiner and "needle-like" and are designed more to mercy kill or assassinate than for melee combat.

Falchions & Messers : They are single edged medieval swords, that are designed specifically for slicing (less for poking). The blades are larger near the end of the sword, giving them great striking power, while remaining relatively thin (they are very sharp, and not thick nor heavy as commonly believed). Falchions tend to be oned-handed and messers have a more versatile handle or grip.

   In comparison, Broadswords are thicker and have a different style of handle and guard, though they share the common trait of being single edged. Longswords are, of course, longer, straight, have a versatile grip, and have two edges.

Maces, Flanged & Knobbed : Flanged Maces end with many metal protrusions designed to penetrate armor. Knobbed Maces tend to be a bit shorter as they end with a heavier and rounder bulb. Though they do less damage, they are given the Light and Smashing properties. Both are durable military weapons that far outshine any normal club.

Rapiers, classical & short : There are commonly two large categories or types of rapiers. The classical rapier is relatively long and has one edge, and is therefore slower than shorter types of rapiers that often have no cutting side (edge). The shorter versions are designed to allow incredibly quick fencing.

Simple Shortswords : They are purposefully now placed within Simple Weapons. Accordingly, Rapiers and Scimitars are slightly better as Finesse/Light weapons, but are Martial Weapons.

Revised Weapons Table

Weapon type	Damage	Properties	Cost	Weight
Simple Melee Weapons				
Batons (hardwood)	1d4 b	Finesse, Light, Quick II	5 sp	1 lb
Clubs (wood)	1d6 b	Light, Cheap	1 sp	2 lb
Daggers	1d4 p	Finesse, Light, Quick II, Thrown 20/60	2 gp	1 lb
- Dirks (longer sturdy daggers)	1d4 p	Finesse, Light, Mercy Strike, Thrown 20/60	3 gp	1 lb
- Stilettos ("needle-like" daggers)	1d4 p	Finesse, Quick, Mercy Strike, Thrown 20/60	2 gp	1/2 lb
Greatclubs (reinforced)	2d4 b	Two-Handed, Smashing	1 gp	6-10 lb
- Cheap Greatclubs (wood)	1d8 b	Cheap, Two-Handed, Smashing	2 sp	5-8 lb
Handaxes	1d6 s	Light, Quick, Thrown 20/60	2 gp	2 lb
Javelins	1d6 p	Finesse, Thrown 30/120	5 sp	2 lb
Light Hammers	1d6 b	Light, Smashing, Thrown 20/60	2 gp	2 lb
Maces, Flanged	1d8 b		4 gp	3 lb
Maces, Knobbed	1d6 b	Light, Smashing	2 gp	4 lb
Quarterstaves (reinforced)	1d8 b	Smashing, Reliable, Two-Handed	1 gp	4 lb
- Cheap Quarterstaves	1d8 b	Cheap, Reliable, Two-Handed	2 sp	3 lb
Sickles	1d6 s	Finesse, Light	2 gp	2 lb
Shortswords	1d6 p/s	Finesse, Light	5 gp	2 lb
Short Spears (metal tip)	1d6 p	1d8*, Quick, Swift, Thrown 20/60	1 gp	3 lb
- Cheap Short Spears (all wood)	1d6 p	1d8*, Quick, Cheap, Thrown 20/60	1 sp	2 lb
Simple Ranged Weapons				
Darts	1d4 p	Finesse, Quick II, Silent, Thrown 20/60	5 cp	1/4 lb
Light Crossbow	2d4 p	Puncturing, Swift, Ranged 80/320, Loading	25 gp	5 lb
Shortbows	1d6 p	Puncturing, Swift, Ranged 80/320, Ammo	25 gp	2 lb
Slings	1d4 b	Swift, Cheap, Ranged 30/120, Ammo	1 sp	—
Martial Melee Weapons				
Battleaxes	2d4 s	1d10*, Reliable	15 gp	4 lb
Broadswords	2d4 s	Reliable	15 gp	3 lb
Falchions / Messers	1d10 s	1d6+1d4*	15 gp	3 lb
Flails	1d8 b	2d4*, Devious	10 gp	2 lb
Greataxes	2d6 s	Heavy, Smashing, Two-Handed	30 gp	7 lb
Greathammers or Mauls	2d6 b	Heavy, Smashing, Two-Handed	30 gp	10 lb
Greatswords	2d6 s	Heavy, Smashing, Two-Handed	30 gp	7 lb
Glaive d'armes (polearm)	1d12 s	Reach, Heavy, Smashing, Two-H.	20 gp	6 lb
Halberds and similar polearms	1d10 p/s	Devious, Reach, Heavy, Smashing, Two-H.	20 gp	6 lb
Lances (Cavalry Lances)	2d8 p**	Special, Reach, Heavy, Smashing, Unwieldly	10 gp	12 lb
Longswords	1d8 s	2d4*, Swift, Reliable	15 gp	3 lb
Morningstars	2d4 p	Puncturing	15 gp	4 lb
Pikes/Long Spears (polearm)	2d6 p**	Punctur., Heavy, Reach, Swift, Two-H., Unwieldly	8 gp	10 lb
Rapiers, Long	1d6 p	Finesse, Puncturing, Swift, Light or Quick***	25 gp	2 lb
Rapiers, Short	1d6 p	Finesse, Devious, Light or Quick***	25 gp	1 lb
Scimitars	1d8 s	Finesse, Light	25 gp	3 lb
Tridents	2d4 p	1d10*, Puncturing, Thrown 20/60	10 gp	4 lb
Warhammers	2d4 b	1d10*, Reliable, Smashing	15 gp	4 lb
Warpicks	2d4 p	Puncturing	10 gp	3 lb
Whips	1d4 s	Devious, Finesse, Reach	5 gp	3 lb
Martial Ranged Weapons				
Blowgun	1 p	Quick, Swift, Silent	10 gp	1 lb
Hand Crossbow	1d8 p	Puncturing, Light, Quick, R: 30/120, Loading	75 gp	3 lb
Heavy Crossbow	1d12 p	Puncturing, Swift, R: 100/400, Heavy, Loading	50 gp	15 lb
Longbow	2d4 p	Puncturing, Swift, R: 150/600, Ammo	50 gp	3 lb

b: bludgeoning damage ;   p: piercing damage ;   s: slashing damage.

    * The damage done when held with two hands (Versatile weapons).

    ** The Pike/Long Spear and Cavalry Lance are Unwieldly: if used against a target within 5 feet, they do 1d6 blungeoning, and cannot use any other Property. The Cavalry Lance also requires a moving mount.

    *** If a Rapier is used with another weapon (as a Light weapon), it does not procure Quick.

Weapon Properties

Ammunition : self-explanatory (arrows, bolts, bullets). Unchanged from 5e core rules.

Cheap : these weapons have a very low cost or are generally made of wood and therefore are slightly less efficient than other weapons.

   DMs may also want to consider that such weapons can break more easily.

Devious [new] : the flail, halberd and whip can hit in surprising ways and from odd angles. After an attack (whether you hit or miss), you do a very quick gesture with your weapon to nick any single opponent within your weapon reach for 1d4 damage (only 1d4 with no modifier). A given target cannot suffer this twice in the same combat.

Heavy [revised] : Requires Strength 11+. Additionally, as 5e normal rule, Small creatures have Disadvantage on attack rolls with Heavy weapons.

Puncturing [new] : these weapons can more often than others cause a deeper wound. When rolling a natural 19 to hit, you cause an extra 1d4 damage (this represents a mix of pain and bleeding, but has no other effect).

   This is not considered a Critical Hit.

   Note that not all piercing weapons have this property: only those that are particularily pointy or allow a strong thrust (such as crossbows, pikes, etc.).

Mercy Strike [new] : the name of this feature comes from a type of dagger called the misericorde. Thin pointy daggers (dirk, misericorde, rondel, stiletto) are designed to assassinate or mercy kill as they allow very precise perforations. When you roll a natural 19 on an attack with a dirk or stiletto, you score a Critical Hit (same as rolling 20). This, of course, makes them perfect weapons to combine with Sneak Attacks.

Finesse : *When making an attack with a Finesse weapon, you use either your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.* *

Loading : *fires only one piece of ammunition from it when you use an action, bonus action, or reaction, regardless of the number of attacks you can normally make.* *

Light : to fight with a weapon in each hand (called *Two-Weapon Fighting*), both weapons must have the Light property. *When you take the Attack action and attack with a Light melee weapon, you can use a Bonus Action to attack with a different Light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If either weapon has the Thrown property, you can throw the weapon, instead of making a melee attack with it.* *

Quick & **Quick II** [new] : the weapon confers an Initiative bonus of +1 or +2 with Quick II. These weapons are generally lightweight and can be used somewhat faster than other weapons. Batons, Darts and most daggers are the only weapons with Quick II.

   This Initiative bonus implies that the weapon will be used that turn. Otherwise, simply reduce your Initiative accordingly for that turn. Quick weapons do not stack Initiative bonuses.

Range : weapons that can be used at 30 feet or more have this property. The range lists two numbers. *The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have Disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.* *

Reach : *This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks...* *

Reliable [new] : when doing and when resisting a physical combat maneuver (such as Shove and Battle Master maneuvers), you have a +1 bonus either to Ability check, DC or saving throw (but not to hit or anything else). Such weapons are generally rather sturdy and built for war, like battleaxes, warhammers, etc.

   Examples : Shoving is done with +1 on the opposed Athletics check; a Pushing or Trip Attack would have a +1 to the DC (or -1 if you are resisting).

   This of course does not apply to mental saving throws like Goading Attack (Wisdom).

   Among Simple Weapons, only the quarterstaff has this property.

Silent : rather self-explanatory.

* Descriptions in italic are rules as written (SRD 5.1).

Smashing [new] : When scoring a Critical Hit with this weapon, if you are proficient, you may choose one of the following extra effects (in addition to the normal Critical Hit damage). This effect can be done once only per creature or target. Of course, DMs should consider that such weapons are also good at smashing objects (doors, barrels, carts).

- Staggered : target has -1 AC until your next turn. You put all your strength and weight into the attack, putting the creature slightly off balance or hampering their armor/shield.
- Impaired : -5 feet movement until your next turn. A part of the target's body is numbed by the hit.
- Dazed : -1 to hit until your next turn. The target is somewhat surprised by the impact (blurred vision, pain, etc.).
- Or double your Strength bonus to damage on that strike, in addition to your normal Critical Hit damage. This makes Smashing weapons good for strong wielders.

Special (new) : The Cavalry Lance (called Lance in the core rules) does its normal damage (2d8) only if used mounted and only after moving at least 10 feet in the direction of the target (note that 5e allows moving between multiple attacks). If used dismounted or without prior movement, it does 1d6 bludgeoning as stated in Unwieldly.
   -It can be argued that each attack is a charge and that the lance has a risk of breaking (unless particularily well crafted or magical). A DM could also choose to create a charging manoeuver rule that could be done in addition to the lance damage.
   -For a Small cavalry lance (non Heavy), we suggest 2d6 damage instead (similar to a Short Spear doing double damage).
   -This replaces the Disadvantage rule noted in the core 5e rules for Lances.

Swift (new) : These weapons are efficient at striking an opening in your enemy's guard due to their ranged precision (bows and crossbows) or optimal length in melee (spears and longswords). Once per encounter, if you are proficient with this weapon, when you miss an attack, you may re-roll to hit (only once per encounter no matter if you have many Swift weapons).
   This is not considered a roll with Advantage.
   Longswords and spears are popular for their optimal length (they do moderate damage in comparison to other weapons, but they receive this useful property).

Thrown : you can throw the weapon to make a ranged attack. You use the same ability modifier for that attack roll and damage roll that you would use normally for that weapon. *For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the Finesse property.* *

Two-handed : *This weapon requires two hands when you attack with it.* *

Unwieldly (new) : exceptionnally long weapons that simply cannot function within 5 feet, notably the pike or long spear. These weapons can nonetheless do 1d6 bludgeoning within 5 feet (and they have no other weapon Properties when within 5 feet).

Versatile : noted on the table as a second damage with an asterix. This weapon can be used with one or two hands, but the second damage indicated is the one rolled when the weapon is used with two hands to make a melee attack.

* Descriptions in italic are rules as written (SRD 5.1).

DESIGN NOTES

THE LOGIC AND MATH USED
FOR THE DAMAGE SCALE AND WEAPON PROPERTIES

Damage Scale :
   1d4   (2d2)   1d6   (2d3)   1d8   2d4   1d10   (2d5 or 1d6+1d4)   1d12   2d6
   (1d14)   (2d7 or 1d8+1d6)   (1d16)   2d8   (1d18)   3d6.

Examples :
   -Simple weapons begin with 1d6 in our design: two steps upwards is 1d8.
   -Martial weapons begin with 1d8 in our design: one step upwards is 2d4.

Basic principle : the notion here is that 2d4 offers both a better average (5) and minimum roll (2) than 1d8 (ave. 4.5; min. 1). I believe the proper term for how I portray the average probability with dice is called mid-range (for a d4, the mid-range is 2.5). This is compounded during a Critical Hit (4d4 gives a better average than 2d8).

Damages between (parentheses) on the above scale are theoretical, meaning they are included for the mathematical scaling here and are not recommended for practical reasons (there are no D5 or D14 dice for example). Of course, yes we can easily roll to determne 2d2 or 2d5, but it would not be a roll that many players and DMs would find enjoyable for gameplay. Instead of scaling a weapon from 1d4 to 2d2, we give that weapon a new Property (each step on the damage scale is worth 0.5 "points" for the Properties listed below). On the other hand, some weapons have Properties that are a penalty or not advantageous overall (eg. must be used Two-handed, Heavy, etc.), in which case their damage can be scaled upwards.

a) **We decided that each step on this Damage Scale is worth 0.5 "points" for the weapon Properties. We then determined if each weapon property would be worth 0.5 or 1 point. We are happy with the results, as it remains close to the original 5e table, but makes many weapons more fun and viable.**

b) All weapons begin with 1 free point, in addition to having a base damage on the scale (1d6 for Simple, 1d8 for Martial). For each weapon, adding or subtracting the "Property points" and the steps on the Damage Scale, the final sum is zero.

c) In theory, each step on the damage scale above is approximately +1 damage on average and two steps is about +2 damage on average. To keep the 5e weapon table "clean" and to avoid an array of bonuses, none of the weapons on this table are given any incremental +1 or +2 as a base damage, such as 1d8+1. Instead, we keep it simple like 1d6, but with a fun and relevant Property to balance the weapons.

d) All of the weapons respect the mathematical logic described here; with the exception of the blowgun for obvious reasons.

- **Simple Weapons : begin at 1d6 on the Damage Scale.**
- **Martial Weapons : begin at 1d8 on the Damage Scale.**

   Martial weapons therefore have the equivalent of one free bonus "Property point" on this scale, over Simple weapons. We estimate that the 5e system is designed so that Martial weapons are slightly better and we tried to respect this, while giving Simple weapons useful Properties. Nonetheless, we consider that our revised weapons table makes Simple weapons more viable and fun than the original 5e table and can even be possible choices for characters that have access to many types of weapons.

Point value of weapon properties and design notes

Ammunition : This property does not affect the math used for balancing weapons.

Cheap : removes 0.5
Some very cheap weapons needed a minor debuff to properly balance Simple Weapons. On the other hand, we offer options for better crafted quarterstaves and spears.

Devious : cost 1
This property allowed us to give flails, halberds and whips a needed twist without boosting the damage dice directly. This trait is rather significant as it gives the capacity to do 1d4 (but unmodified by Abilities), once per turn, to different enemies. Against many enemies, the 1d4 damage adds up, and compensates for the relatively low damage dice of those weapons.

Heavy : adds 0.5 point
We added the logical requirement of 11 Strenght. 11 remains accessible.
Giving Heavy weapons a slight 0.5 bonus point helped make them cause slightly more damage.

Puncturing : cost 0.5
This is a minor trait, that rarely gives an extra 1d4 damage (when rolling a 19 and is *not* considered a Critical Hit), and was very useful to slightly boost some weapons without increasing their damage dice. This was notably useful to improve crossbows (Loading) without giving them absurdly high damage dice.

Mercy Strike : cost 1
The design concept is that Mercy Strike is reserved for peculiar daggers: 1d4 makes for rather weak Critical Hits, though it makes them very useful and great for Sneak Attacks. This property is powerful with Sneak Attacks and is not given to other weapons and instead Puncturing is given to bows, crossbows and some Martial weapons.

Finesse : cost 0.5
Though Finesse is worth much more than 1 point in terms of damage scaling, there is no reason to penalize Dex-based melee in 5e (i.e. no cost for Str-based weapons). A cost of 0.5 point nonetheless worked fine for the weapon balance.

Loading : adds 1.5 points
When characters get multiple attacks, this becomes a major limitation to using crossbows. We made crossbows more viable and fearsome even if they can fire only once: they do more damage and are more accurate. Bows remain better for longer ranges and classes that have more than one attack per turn.
With this revised weapons table, the *Crossbow Expert* Feat makes crossbows reasonably balanced **considering the very steep cost that is a Feat.**

Light : cost 0.5
On one hand, it allows an extra attack with a Bonus action (after an Attack Action), but of course it occupies both hands/arms (therefore no shield and can hamper spell casting depending on the DM). The 0.5 cost has worked rather well for balancing the weapons.

Quick & **Quick II** : 0.5 for Quick. 1 for Quick II
The value of this bonus is debatable, but on the long run it is quite good. It gives an immersive edge to some weaker weapons.

Range : cost 1
This is a rather significant trait to consider when determing the damage of weapons. After many revisions, we are satisfied with the damage of ranged weapons in this public version 1.0. While properties like Puncturing and Swift make them attractive or fearsome, this allowed us to maintain damage dice very similar to the core rules (though slightly better).
Note: weapons that can be thrown about 20 feet have the *Thrown* property instead.

Reach : cost 0.5
The value or benefit of Reach in 5e is debatable and varies depending the player's tactics and Feats. Originally, we made this property cost 1 point, but it made polearms significantly weaker in damage, which made little sense.

Reliable : cost 0.5

Although a fun trait and it adds an immersive touch to sturdy weapons forged for war (eg. battleaxe and warhammer), it is a minor bonus. If a character often uses weapon manoeuvers that require contested rolls or checks against a DC, then this trait becomes very good on the long run.

Silent : none - We just felt is was interesting to note on the table that blowguns and darts are logically very stealthy weapons.

Smashing : 0.5 or 0 for Heavy Two-Handed weapons

Reminder : when scoring a Critical Hit with this weapon, if you are proficient, you may choose one effect that last 1 round (in addition to the normal Critical Hit damage). This effect can be done once only per creature or target.

For some Simple Weapons, like the **Light Hammers and Maces**, it allowed us to maintain a standardized damage dice, while giving them a minor perk.

After making all weapons viable using this points system, we still felt that **Heavy Two-Handed weapons** should be given a small extra oomph. These are Greataxes, Greathammers, Greatswords, and martial polearms (exception: the Pike/Long Spear did not need a boost and it made no sense that it would have a Smashing effect). Giving them a Smashing effect on Critical Hits, for free, was a good finishing touch.

Exceptionally, the Warhammer was also given this property for free, which is a Martial weapon, out of sheer logic (as Smashing can be done by Light Hammers and Maces).

Special - Lance / Cavalry Lance : see the calculation used in the next section. In short, the requirements to be mounted and to move 10 feet were given 2.5 points. Note the Cavalry Lance is not a Two-Handed weapon (can be combined with a shield, though I imagine it must make horse riding more difficult).

Swift : cost 0.5

This trait gives a very good bonus, though only once per encounter. The design concept is that, though the damage of these weapons is relatively lower (Longswords, Spears, etc.) or moderate (ranged weapons), they will most probably get one extra hit when they would normally have missed.

Thrown : no cost

This is a more or less significant property, but it is given to weapons that might need a minor perk and that make sense for throwing. The exception are javelins that can be thrown 30 feet or more without a penalty, and therefore cost 0.5 point.

Two-handed : adds 1 point

Of course, in the mathematical scale used here, we give weapons 1 extra point when used with both hands, to make them more viable over the lack of shield, offhand attack, etc. Using a Two-Handed weapon implies the absence of a shield (2 AC is a big deal) and no off-hand weapon (secondary attacks offer more chances to hit and end-up doing as much damage).

Unwieldly : adds 1.5 points

In exchange for pikes and lances being almost useless within 5 feet, they are given a significant 1.5 Property points, among which 1 point is spent for the Reach property. All in all, the pike/longspear and lance have a satisfactory damage while also having the bonus of Reach, but the character might want to carry another weapon just in case.

Versatile : adds 1 step on the damage scale (which is 0.5 Property point)

After many revisions, we concluded that pure Two-Handed weapons need to be slightly more powerful than Versatile weapons held with two hands. Versatile therefore adds 1 step on the damage scale.

There is one exception: Short Spears do 1d8 when wielded with two hands; this was to keep things simple (instead of 2d3).

We feel the overall result is good.

Calculation for each weapon

SIMPLE WEAPONS

BATONS (quality light clubs: 5 sp each)
    Pts: 2 [1 free +1 for lower damage 1d4 b].   Costs: 0.5 Light ; 1 Quick II ; 0.5 Finesse.

CLUB :   Pts: 1 free (base 1d6 b.)   Costs: 0.5 Quick ; 0.5 as Cheap.

DAGGER (parrying, push, etc.) :
    Pts: 2 (1 free +1 lower dam. 1d4 p.).   Costs: 0.5 Finesse ; 0.5 Light ; 1 Quick II ; 0 Thrown.

-DIRK (longer dagger) :
    Pts: 2 (1 free, +1 lower dam. 1d4 p).   Costs: 0.5 Finesse ; 0.5 Light ; 1 Mercy Strike ; 0 Thrown.

-STILETTO ("needle-like" dagger: Rondel, Misericorde) :
    Pts 2 (1 free, +1 lower dam.1d4 p).   Costs: 0.5 Finesse ; 0.5 Quick ; 1 Mercy Strike ; 0 Thrown.

GREATCLUBS (reinforced) :   Pts: 2 (1 free, +1 for 2H).   Cost: 1.5 for 2d4 ; 0.5 for Smashing

-GREATCLUB (cheap version) : same but added 0.5 cost as Cheap (replaces Smashing).

HANDAXE : base 1d6 s.   Pt: 1 free.   Costs: 0.5 Light ; 0.5 Quick ; 0 Thrown.

JAVELIN : base 1d6 p
    Pt: 1 free.   Cost: 0.5 Ranged 30/120 (considered Thrown, but cost 0.5) ; 0.5 Finesse.

LIGHT HAMMER : base 1d6 b. (metal weapon, and not a cheap tool)
    Pt: 1 free.   Costs: 0.5 Light ; 0.5 Smashing ; Thrown 20/60

MACE, FLANGED : 1d8 b.   Pt: 1 free.   Cost: 1 for 1d8.

MACE, KNOBBED : 1d6 b.   Pt: 1 free.   Cost: Light, Smashing.

QUARTERSTAFF (reinforced/quality) : 1d8 b.
    Pts: 2 (1 free, +1 for 2H).   Costs: 1 for 1d8 ; 0.5 Reliable ; 0.5 Smashing.

-QUARTERSTAFF (cheap): same but added cost of 0.5 for Cheap (loses Smashing).

SICKLE : base 1d6 s.   Pt: 1 free.   Costs: 0.5 Finesse ; 0.5 Light.

SHORTSWORD : base 1d6 s.   Pt: 1 free.   Costs: 0.5 Finesse ; 0.5 Light.

SHORT SPEAR : base 1d6 p / (2d3) 1d8*.   Pt: 1 free.   Costs: 0.5 Swift ; 0.5 Quick ; 0 Thrown 20/60

-CHEAP SHORT SPEAR (wooden tip) : same but added cost of 0.5 for Cheap (replaces Swift).

SIMPLE RANGED WEAPONS

DART :
    Pts 2 (1 free, +1 low dam. 1d4 p)   Costs: 1 Quick II ; 0.5 Finesse ; 0.5 as Cheap ; 0 Silent.
    -Darts do not have the Ranged property, as they are Thrown weapons, but the core rules places Darts in this section because they cannot be used as a melee weapon.

LIGHT CROSSBOW :
    Pts: 3.5 (1 free, +1.5 Loading, +1 2H).   Costs: 1.5 for 2d4 p ; 0.5 Swift ; 0.5 Puncturing ; 1 Ranged.

SHORTBOW : base 1d6 p.   Pts: 2 (1 free, +1 2H).   Costs: 0.5 Puncturing ; 0.5 Swift ; 1 Ranged.

SLING : base 1d4 b.   Pts: 2 (1 free, +1 lower damage).   Costs: 1 Ranged ; 0.5 Swift; 0.5 as Cheap.

MARTIAL WEAPONS

Battleaxes : Pt: 1 free.   Cost: 0.5 for 2d4 / 1d10* [+2 steps on the damage scale] ; 0.5 for Reliable.
   -I recommend also Heavy versions, like Dwarven Battleaxes: +1 damage. Uncommon and more costly.

Broadsword : Pts: 1 free.   Cost: 0.5 for 2d4 s; 0.5 for Reliable.

Falchions / Messers :   Pts: 1 free.   Cost: 1 for 1d10 damage. Versatile: increases to 1d6+1d4

Flail : base 1d8 b / 2d4*.   Pts: 1 free.   Cost: 1 Devious.

Greataxe (slashing) / Greathammer or Maul (bludge.) / Greatsword (slash)
   Pts: 2.5 (1 free, +1 2H, +0.5 Heavy).   Cost: 2.5 as 2d6 damage (1d8 to 2d6 is 5 steps) ; 0 Smashing.

Glaive d'armes (polearm) :
   Pts: 2.5 (1 free, +1 for 2H ; +0.5 Heavy).   Costs: 2 for 1d12 s.; 0.5 Reach; 0 Smashing.

Halberd and similar polearms :
   Pts: 2.5 (1 free, +1 for 2H, +0.5 Heavy).   Costs: 1 for 1d10 s/p.; 1 Devious ; 0.5 Reach ; 0 Smashing.
   Design : originally, we had added Lucerne Hammers / Bec de corbin (which were Puncturing polearms),
but we decided to simplify by joining them.

Lance / CAVALRY LANCE :
   Pts: 5 (1 free ; +2.5 for must be mounted and must move at least 10', +1.5 Unwieldly, +0.5 Heavy)
   Cost: 4.5 for 2d8 ; 1 Reach (Mounted) ; 0 Smashing.
   -A Small version (non Heavy) is possible for 2d6 damage instead.

Longsword : 1d8 / 2d4 s.   Pts: 1 free.   Cost: 0.5 Swift ; 0.5 Reliable

Morningstar (piercing) : 2d4.   Pts: 1 free.   Cost: 0.5 for 2d4 ; 0.5 Puncturing

Pike/Long spear (polearm: piercing) :
   Pts: 4 (1 +1 for 2H, +0.5 Heavy, +1.5 Unwieldly [attacks at 10 feet only]).
   Costs: 2.5 for 2d6 p. ; 0.5 Puncturing ; 0.5 Reach ; 0.5 Swift.

Rapier, Long : Pts: 2 (+1 from lower damage, 1d6 p).
   Costs: 0.5 Puncturing; 0.5 Finesse ; 0.5 Swift ; 0.5 Quick or Light*

Rapier, Short :   Pts: 2 (+1 from lower damage, 1d6 p).
   Costs: 1 Devious ; 0.5 Finesse ; 0.5 Quick or Light*
      * If you use two weapons, the rapier will not procure the Quick property.

Scimitar (slashing) : base 1d8.   Pts: 1 free.   Costs: Light 0.5 ; Finesse 0.5.

Trident (piercing) :   Pts: 1 free.   Costs: 0.5 for 2d4 p / 1d10* ; 0.5 Puncturing ; 0 Thrown (R:20/60).

War pick :   Pts: 1 free.   Costs: 0.5 for 2d4 ; 0.5 Puncturing.

Whip :   Pts: 2 (+1 for less damage: 1d4 s).   Costs: 1 Devious ; 0.5 Finesse ; 0.5 Reach.

Warhammers : Pts: 1 free.   Cost: 0.5 for 2d4 / 1d10* ; 0.5 for Reliable ; 0 Smashing (free bonus for logic).
   -I recommend also Heavy versions, like Dwarven Warhammers: +1 damage. Uncommon and more costly.

MARTIAL RANGED WEAPONS

Blowgun : special 1 piercing.   Pts: 2.5 (1 free, +1.5 Loading).   Costs: 1 for Quick II ; 0.5 Swift ; 0 Silent.

Hand Crossbow : base 1d8 p.   Pts 2.5 (1 free, +1.5 Loading).
   Costs: 0.5 Puncturing ; 0.5 Light ; 0,5 Quick ; 1 Ranged 30/120.

Heavy Crossbow : Pts 4 (1 free, +1.5 Loading, +0.5 Heavy, +1 2H).
   Costs: 2 for 1d12 ; 0.5 Swift ; 0.5 Puncturing ; 1 Ranged 100/400.

Longbow : Pts 2.5 (1 free, +1 2H, +0.5 Heavy).
   Costs: 0.5 for 2d4 ; 0.5 Swift ; 0.5 Puncturing ; 1 Ranged 150/600.

Public version 1.1a

    I have been working on this weapons table for many years, trying various calculations and weapon properties, trying to strike the perfect balance. The challenge is creating a revision that most players will find balanced and immersive. Finally, here is the public version that we find acceptable.
    We hope it might influence Wizards of the Coast to revise the weapons slightly during this year of consultations towards One D&D.

Errata :
    1.1 : Swift was removed from the Hand Crossbow as there was a calculation error.
    1.1a : a few very minor stylistic and phrasing editions ; warhammer does blunt damage of course.

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~ Baraz (October 2022)

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- not my real name.

This revision is free and can be modified freely.